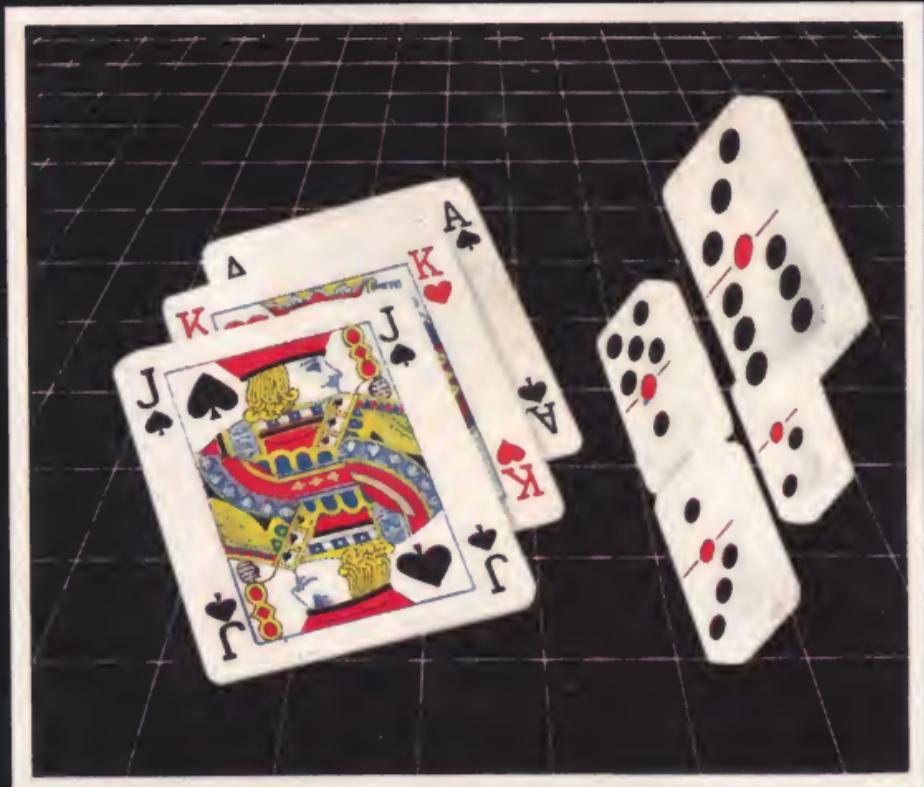




Home Computer Software

For **ATARI[®] 400/800** Computer

CRIBBAGE & DOMINOES



Instructions for use

INTRODUCTION

Programmed by J. Smith

CRIBBAGE & DOMINOES

If he was alive today, Sir John Suckling, the 17th-century poet who invented Cribbage, would soon feel at home with this electronic version of his game. Playing against a computer would be the main novelty, otherwise the electronic and 'live' games are remarkably similar.

So it is, too, with Dominoes, a game familiar in Ancient China which first appeared in Europe in the 18th century. The computer, moreover, is a versatile opponent, able to perform at 4 levels of skill, and beginners and experienced players alike will find themselves well-matched.

Below you will find full instructions for loading and playing, and a brief guide to the rules of both games.

HOW TO LOAD YOUR PROGRAM

- 1 Make sure the computer is turned OFF at the power switch on the right-hand side of the console, and ensure the computer contains an ATARI* BASIC Cartridge; close the lid.
- 2 Disconnect any other peripherals, such as a printer or disc drives, as they may cause problems with loading your program.
- 3 Connect your television to the computer and switch the television ON. Turn down the sound if you want to avoid background noise before and during loading.
- 4 Connect your ATARI* 410* Program Recorder to the computer and then to a power point.
- 5 Place the cassette in the recorder.
- 6 Press REWIND, if necessary, to bring the tape back to the start. When the tape stops, press STOP.
- 7 Press START on the computer console and hold it down while you press the power switch on the right-hand side of the console to ON.

- 8 The computer will 'beep' as a signal for you to press *PLAY* on the recorder and release the *START* key. Next, press *RETURN* on the computer and the program will load into the computer.
- 9 After loading, the title appears on the television screen. Press *STOP* on the recorder.

PROBLEMS If the program fails to load, an error message appears on the screen. When this happens turn the computer *OFF* at the right-hand power switch, go back to Step 6 above and try again. If you have any further problems, consult your *ATARI** handbook.

HOW TO PLAY CRIBBAGE

- 1 The first step is for the computer to shuffle the cards. It then asks you to type (ie press) *RETURN* to cut for the first crib.
- 2 Do you want to play the 'Muggins' rule? Type *Y* if yes, *N* if no.

3 The cards are then dealt. Yours appear face-up, but you don't at this stage see the computer's hand. Each of your six cards has a key number underneath, which you type when playing that card.

4 The computer asks you to discard two cards for the crib. When you have made your choice, type their key numbers, eg 46. Your revised hand of four cards then appears on the screen.

5 Now the 'pegging' commences and you lay down cards in turn until the total 31 is reached, or no further cards can be played without passing that total. If you cannot play, type RETURN. After this, the count begins again at zero. When all cards have been played, the computer shows both hands in turn, plus the crib, and works out the scores, except where the 'Muggins' rule is played (see the ninth rule under 'Rules of Cribbage').

6 Scoring is registered on the board at the top of the screen. Each player has two pegs, and for each score the rear peg jumps ahead of the other by the relevant number of holes. The winner is the first player to go twice round the board and score 121. The pegs are shown as follows:
Computer ++
Player 00

RULES OF CRIBBAGE

1 The game uses a standard pack of 52 cards, which are shown on the screen as follows:

Name	Symbol	Counting Value	Name	Symbol	Counting Value
Ace	A	1	Eight	8	8
Two	2	2	Nine	9	9
Three	3	3	Ten	10	10
Four	4	4	Jack	J	10
Five	5	5	Queen	Q	10
Six	6	6	King	K	10
Seven	7	7			

2 The object is to be first to score 121 points, which means going twice round the board.

3 The players cut to decide who deals first, then the deal alternates between them.

4 Each player receives six cards and discards two of them which go into the crib. This is an extra hand and its score value goes to the dealer.

5 After the discard, the rest of the pack is cut and the top card turned face-up. If this is a Jack, the dealer scores 2 points.

6 Now you play to 31, which constitutes the 'pegging'. The non-dealer selects a card and it appears face-up on the screen. Its value is also registered in a small box beside the rest

of the pack. Then the dealer plays a card, the value of which is added to that of the first card. The players continue to lay down cards in turn until 31 is reached, when the player who laid the last card scores 2. If a player cannot lay a card without taking the total over 31, he types RETURN. If neither player can lay another card, the last player scores 1. If any cards remain 'pegging' continues.

- 7 When all the cards have been played, it is time for the 'show'. The computer assesses all the scoring combinations in either hand, plus the crib, and these are 'pegged' on the board at the top of the screen.
- 8 Scoring takes place in both phases of the game: the 'pegging' and the 'show'. In the 'pegging' phase, players score by laying down cards to make a pair, three of a kind, four of a kind, a run or a combined total of fifteen. Points are scored as follows:

A pair (two cards of the same rank)	2
Three of a kind	6
Four of a kind	12
Run of three or more (not necessarily in sequence)	1 for each card
Flush (four or five cards of the same suit)	4 or 5
Combination of cards totalling fifteen	2

In the 'show', the card on top of the pack counts towards the scoring of each hand. In

addition, a Jack which is the same suit as the top card scores 1; a flush of four cards including the top card scores 0; when scoring the crib, only five-card flushes are allowed.

If a player says he cannot play (by typing RETURN), then any cards he could have played are penalized 2 points each when he tries to play them.

9 'Muggins'. If this rule is played, then during the 'show' the computer asks the player how many points he has in his hand. If he types in a number less than the true total, the computer scores the difference.

HOW TO PLAY DOMINOES

- 1 After the title, you are offered three options. The first is to select a level of SKILL (1 to 4). Press OPTION until the number you want is on the screen.
- 2 Which type of game do you want? In Game 1, when you cannot play and draw another tile, you can then try to play again. In Game 2, you draw another tile but then your opponent plays. Press SELECT until the number you want is on the screen.
- 3 How many points do you want to play to? Usually games are set at 50 or 100 points. Type in the number you want. If you want to change your mind, press BACK S.

4 When you are ready, press START. Your six domino tiles appear on the left-hand side of the screen. The computer's tiles are shown side-on next to them; you do not see the faces. At the foot of the screen the computer asks for 'Highest Double'. If you have a double, type it in, eg if you have a double six, type 66. If you have no double, press D. (After the first game, the computer will ask for your highest double or highest tile – see the third rule under 'Rules of Dominoes').

5 The computer will ask 'Your Move?' when it is your turn to play. Select a tile and type in its value. If the move is a correct one, ie one end of your tile matches one end of the tile or tiles on the screen, the computer says 'OK'. If you make a wrong move, the computer says 'Again please?'

When your tile could go at either end, type the number you want to match first.

6 If you cannot play, you draw a new tile by pressing D. In Game 1, you can then try and play again, and if you can't you draw another tile. In Game 2, you draw and then your opponent plays.

You and the computer play alternately. The computer announces its move, eg by saying 'My turn is 3,3', and then that tile appears on the screen. If the computer has to draw it says 'I must draw'.

7 Play continues until one player has no more dominoes left in his hand. The computer announces the victory and states how many points have been scored. Each player's total of points is carried forward until the match-winning total, eg 50 points, is reached. To begin a new game, press START.

RULES OF DOMINOES

- 1 Each player starts with six tiles and the object is to be first 'out', with no tiles left.
- 2 The total number of 'pips' left in the loser's hand becomes the winner's score, and is added to his match total.
- 3 In the first game, the player with the highest double starts. If neither player has a double, the tiles are redealt. In subsequent games, if neither player has a double, the player with the highest tile starts.
- 4 Drawing other tiles: see 'How to play', above.

WARNING Do not press SYSTEM RESET as this will clear the programs.

HOW TO PLAY

CRIBBAGE Requires an ATARI* BASIC Cartridge

- 1 Place cassette in recorder and load program into your computer.
- 2 When computer has shuffled the cards press RETURN to cut for first crib.
- 3 Choose rule of play: type 'Y' or 'N' for 'Muggins' or not.
- 4 Play your cards by key number: if you can't play press RETURN.
- 5 Game proceeds according to computer's instructions and the rules of cribbage.
- 6 Computer keeps score at top of screen.

DOMINOES Requires an ATARI* BASIC Cartridge

- 1 Place cassette in recorder and load program into your computer.
- 2 Press OPTION for level of skill.
- 3 Press SELECT for type of game.
- 4 Type in number of points you want to play to.
- 5 Press START – your 6 dominoes appear on left of screen. Computer asks for 'Highest Double', to start game.
- 6 Game proceeds according to computer's instructions and the rules of Dominoes.

This is only intended as a basic guide. For more detailed instructions see inside.

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